

Lighting Energy Code Hot topics

Eric Richman

Pacific Northwest National Laboratory

Current Chairman – ASHRAE/IESNA
90.1 Lighting Subcommittee

New Interior Lighting Power Densities (LPD)

- >Currently in 90.1-2004, IECC 2003/2004
- >IECC 2003/2004 = pre-90.1-2004 reference
 - > LPD mismatch?
- >Where did these come from and why?
 - ➤ Developed by 90.1 lighting subcommittee
 - Similar development process as 90.1-1999/2001
 - ➤ New LPDs are an "update" of 90.1-2001 LPDs

Basic LPD Development

Similar general process for 90.1-1999, 2001, 2004

Apply:

- > Current lighting product performance data
- Current lamp/ballast efficacy and light loss factors
- > Latest IES recommended light levels
- > Professional consensus of quality lighted environments
- Combine these elements into building space models to calculate lighting power densities
- Apply space type LPDs to real building data to generate whole building LPDs

"New" LPD development

- > Revisit and update all model inputs:
 - Latest lighting product performance data
 - ➤ Latest lamp/ballast efficacy and light loss factors
 - ➤ Latest IES recommended light levels
 - Professional consensus of quality lighted spaces



Latest IES recommended light levels

9th Edition OPTIONS			LUX	8th Edition			LUX
Court Rooms	Seating area (spectators)	С	100				
Reading	Photograph, moderate detail	Е	500	Reading	Photograph, moderate detail	Е	500-750-1000
Reading	Photocopies	D	300	Reading	Photocopies	D	200-300-500
Reading	VDT screens	Α	30	Reading	VDT screens	В	50-75-100
Reading	keyboard reading	D	300	Reading	keyboard reading	D	200-300-500
Reading	6-point type	E	500	Reading	6-point type	Е	500-750-1000
Reading	8- and 10-point type	D	300	Reading	8- and 10-point type	D	200-300-500
Reading	Glossy magazines	D	300	Reading	Glossy magazines	D	200-300-500
Reading	Maps	E	500	Reading	Maps	Е	500-750-1000
Reading	Newsprint	D	300	Reading	Newsprint	D	200-300-500
Reading	Typed originals	D	300	Reading	Typed originals	D	200-300-500

Application Model Inputs

- Appropriate illuminance for general and task lighting
- Percent of space lighting supplied by each

These determine average weighted illuminance for the space

Task Area	Task Area	General	General	
%	FC	Area %	Area FC	Total FC
50	50	50	20	35
3 0				

Application Model Inputs

- Allocate illuminance to up to 3 different luminaire types
- Luminaire efficiency determined by lamp efficacy (LE), CU, and loss factors (LLD, LDD, RSDD)

These determine the light delivery efficiency of the luminaires

		SYSTEM #1
	Light	
% FC	Source	Light Distribution
75	FL	Linear Dir/Indir
		SYSTEM #2
	Light	
% FC	Source	Light Distribution
15	FL	Task
		SYSTEM #3
	Light	
% FC	Source	Light Distribution
		Linear WW open - 2
10	FL	walls

Application Model Inputs

 Consensus choice of appropriate typical room geometry – Room Cavity Ratio (RCR)

This helps set luminaire efficiency at expected room geometry

LIGHTI				
RCR	RCR>2	RCR	PRIMARY	PRIMARY
<2.5	& <7.0	>7.0	LPD	RCR
0.478	0.711	0.858	0.711456	2
0.84	1.279	1.558	1.279026	2
1.226	1.759	2.076	1.759399	2
0.239	0.395	0.465	0.464545	3
0.875	1.431	1.759	1.430762	2

Whole Building LPD Development

- Develop detailed space by space data for commercial buildings
 - Use sets of new building construction plans (DODGE)
 - Detailed drawing takeoffs = sqft by space type
 - Current set at 246 buildings for 31 bldg types
- Assign applicable space type model LPD for each space
- Calculate whole building LPD



Whole Building LPD Development

POST OFFICE Whole Building

Building and Space Description	Space Appl. Factor	Model #	Model LPD	Space Wtd LPD	LPD Sum	Bldg Appl %	Bldg Wtd LPD	Bldg Type Wtd Avg LPD
Α	В	С	D	E	F	G	Н	
17,342 ft ²					1.56	0.25	0.39	1.55
Conference	0.013	31.00	1.50	0.019	A		1	A
Corridor	0.009	2.00	0.73	0.006				
Locker Room	0.070	24.00	0.81	0.057				
Elec/Mech	0.009	4.00	1.29	0.011		F.	x G	
Recreation	0.048	9.00	1.40	0.068			V O	
Office - encl.	0.024	25.00	1.54	0.037				
Office - open	020	27.00	1.28	0.026				
Lobby	0.069	20.10	1.75	0.121				<u>_</u>
	0.003	12,00	0.97	0.003				Sum of □
Data from	0.006		0.93	0.006				column H
	0.042	41.00	1/13	0.048		Sum of		
M OLKSHOP	0.021	35.00	2.47	0.051		column E		for bldg
Lobby	0.115	88.00	1.52	0.176			•	type
Sorting Area	0.551	34.00	/1.70	0 934		for bldg		
	1.000							
13,971 ft ²			ace		1.53	0.25	0.38	
Active storage	0.058	mo	del & 📙	D V D				1
Workshop	0.022		PD	BxD				
Dining Area	0.025			0.036				
Restrooms	0.012	12.00	0.97	0.012				
Locker Room	0.046	24.00	0.81	0.037				

Space by Space LPD Comparison

			2004	2001	%
Model	Building Type	Space Type description	LPD	LPD	Change
1.02	Auditorium	Audience/Seating Area	1.76	2.47	(28.69)
3.1	NA (typical all bldgs)	Classroom/Lecture/Training	1.43	1.59	(9.84)
3.2	Court House	Courtroom	1.94	2.13	(9.16)
7.03	Lounge/Leisure Dining	Dining Area	1.40	1.24	13.19
7.04	Family Dining	Dining Area	2.10	2.23	(5.87)
15	Office	Laboratory	1.38	1.84	(24.94)
17	Library	Stacks	1.71	1.89	(9.55)
19	Library	Reading Area	1.17	1.77	(33.54)
20.1	NA (typical all bldgs)	Lobby	1.32	1.75	(24.60)
22	NA (typical all bldgs)	Atrium - first three floors	0.63	1.31	(52.28)
23	NA (typical all bldgs)	Atrium - each additional floor	0.16	0.20	(16.43)
25	NA (typical all bldgs)	Office - enclosed	1.13	1.54	(26.56)
27	NA (typical all bldgs)	Office - open plan	1.06	1.28	(17.16)
31	NA (typical all bldgs)	Conference Meeting/Multipurpo	1.25	1.50	(16.58)
35.1	Manufacturing Facility	General Low Bay	1.15	2.14	(46.15)
35.2	Manufacturing Facility	General High Bay	1.67	2.98	(43.97)
37	Manufacturing Facility	Detailed	2.08	6.22	(66.54)
84	Museum	General exhibition	1.02	1.57	(35.10)
85	Museum	Restoration	1.69	2.47	(31.49)
91	Performing Arts Theatre	Audience/Seating Area	2.60	1.76	47.51
92	Motion Picture Theatre	Audience/Seating Area	1.16	1.31	(11.11)
93.1	Performing Arts theatre	Lobby	3.27	1.24	163.06
93.2	Auditorium	Lobby	1.05	0.80	31.80
118	Gymnasium	Playing Area	1.35	1.88	(28.13)
201	Retail [ave of 94,97,98,	Merchandising Sales Area	1.70	2.47	(30.96)

Whole Building LPD Comparison

			%
			Change
	2004 Whole		from
Bldg Type	BLDG LPD	BLDG LPD	2001
AUTOMOTIVE FACILITY	0.9	1.5	(40.00)
CONVENTION CENTER	1.2	1.4	(14.29)
COURTHOUSE	1.2	1.4	(14.29)
DINING: BAR LOUNGE/LEISU	_	1.5	(13.33)
DINING: CAFETERIA/FAST F	-	1.8	(22.22)
DINING: FAMILY	1.6	1.9	(15.79)
DORMITORY	1.0	1.5	(33.33)
EXCERCISE CENTER	1.0	1.4	(28.57)
FIRE STATIONS	0.8	1.3	(38.46)
GYMNASIUM	1.1	1.7	(35.29)
HEALTHCARE-CLINIC	1.0	NA	NA
HOSPITAL	1.2	NA	NA
HOSPITAL/HEALTHCARE	NA	1.6	NA
HOTEL	1.0	1.7	(41.18)
LIBRARY	1.3	1.5	(13.33)
MANUFACTURING	1.3	2.2	(40.91)
MOTEL	1.0	2.0	(50.00)
MOTION PICTURE THEATRE	1.2	1.6	(25.00)
MULTI-FAMILY	0.7	1.0	(30.00)
MUSEUM	1.1	1.6	(31.25)
OFFICE	1.0	1.3	(23.08)
PARKING GARAGE	0.3	0.3	0.00
PENITENTIARY	1.0	1.2	(16.67)
PERFORMING ARTS THEAT	1.6	1.5	6.67
POLICE STATIONS	1.0	1.3	(23.08)
POST OFFICE	1.1	1.6	(31.25)
RELIGIOUS BUILDINGS	1.3	2.2	(40.91)
RETAIL	1.5	1.9	(21.05)
SCHOOL/UNIVERSITY	1.2	1.5	(20.00)
SPORTS ARENA	1.1	1.5	(26.67)
TOWN HALL	1.1	1.4	(21.43)
TRANSPORTATION	1.0	1.2	(16.67)
WAREHOUSE	0.8	1.2	(33.33)
WORKSHOP	1.4	1.7	(17.65)

 Average weighted change = 25% reduction across national building mix



Additional Interior Lighting Power

For Space-by-Space Compliance ONLY



- Decorative luminaires in addition to the general lighting 1.0 W/ft²
- Use of Specific luminaires to eliminate computer screen glare - 0.35 W/ft²
- Retail Display Lighting: But only for display area!
 - > Additional 1.6 W/ft², or
 - > Additional 3.9 W/ft² for fine merchandise
 - [All must be for specific use only and separately switched]

New Exterior LPDs

- > Currently in 90.1-2004, (proposed for IECC 2006)
- > Previous and current exterior requirements
 - ➤ Lamp efficacy (90.1 was 60 lm/W, IECC at 45 lm/W)
 - ➤ Limited LPDs (90.1 had entrance/exit/façade, IECC NA)
 - > Controls
- > Where did these come from and why?
 - ➤ Developed by 90.1 lighting subcommittee
 - > Prompted by advocacy groups and need to update

Exterior LPD Development

- Review of existing exterior lighting documents:
 - > IESNA 9th Edition Handbook
 - IESNA RP-33, RP-02, RP-20, RP-10 (draft)
 - > IESNA DG-5
 - State Outdoor Lighting Standards
- Creation of multiple lighting solution models:
 - > parking areas
 - Walkways/Plazas
 - Building entries/exits
 - Canopies
 - Façade lighting
 - Outdoor sales
- Metal Halide used as base case!



Building Exteriors LPDs (Tradable)

Applications	Lighting Power Densities					
Tradable Surfaces						
(Lighting Power Densities for open parking areas, building grounds, building entrances and exits, canopies and						
overhangs, and outdoor sales areas may be traded)						
Uncovered Parking Areas						
Parking Lots and drives	0.15 W/ft2					
Building Grounds						
Walkways less than 10 feet wide	1.0 Watts/linear foot					
Walkways 10 feet wide or greater, Plazas, Special feature areas	0.2 W/ft2					
Stairways	1.0 W/ft2					
Building Entrances and Exits						
Main Entries	30 Watts/linear foot of door width					
Other doors	20 Watts/linear foot of door width					
Canopies and Overhangs						
Canopies (free standing & attached) and overhangs	1.25 W/ft2					
Outdoor Sales	16					
Open areas (including vehicle sales lots)	0.5 W/ft2					
Street Frontage for vehicle sales in addition to "open area"	20 Watts/linear foot					

Building Exteriors LPDs (Non-Tradable)

Applications	Lighting Power Densities
Non-Tradable Surfaces	
(Lighting Power Density calculations for the following applications can only be under traded between surfaces or with other exterior lighting. The following allowance permitted in the Tradable Surfaces section of this table.)	
Building Facades	0.2 W/ft ₂ for each illuminated wall or
	surface or 5.0 Watts/linear foot for each
	illuminated wall or surface length
Automated Teller Machines & Night Depositories	270 watts per location plus 90 watts per
	additional ATM per location
Entrances and Gatehouse Inspection Stations at guarded facilities	1.25 W/ft ₂ of uncovered area (covered
	areas are included in the Canopies and
	Overhangs section of Tradable Surfaces)
Loading Areas for Law Enforcement, Fire, Ambulance and other	0.5 W/ft ₂ of uncovered area (covered
Emergency Service Vehicles	areas are included in the Canopies and
	Overhangs section of Tradable Surfaces)
	17
Drive-up Windows at Fast Food Restaurants	400 watts per drive-through
Parking near 24-hour Retail Entrances	800 watts per main entry

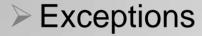
Exterior Application Issues

- "Retail Competition"
 - > Proximity comparison
 - > Sales Display
- > New requirements
 - Odd applications
 - > "Let the games begin"
- Some help
 - > trade-off capability
 - > 5% adder



Controls, Exceptions, Etc.

- > "by occupant intervention"
 - > The mother of all typos
 - > Fixed in 90.1-2001 (proposed for IECC 2006)



- > Safety/patient care spaces vs. auto lighting shutoff
- Power density calculation exceptions
- > Building/Space type matches
- > Task Lights



